



```
Enum damage_types {  
    pure  
    magical  
    physical  
}
```

```
Enum status_effects {  
    slow  
    stun  
    damage_over_time  
    heal  
    silence  
    cleanse  
}
```

```
Enum item_type {  
    common  
    rare  
    epic  
    legendary  
}
```

```
Enum equip_slot {  
    feet  
    legs  
    hands  
    neck  
    head  
    back  
    right_hand  
    left_hand  
    body  
    finger1  
    finger2  
}
```

```
Enum weapon_types{
    short_sword
    long_sword
    bow
    crossbow
    staff
    mace
    knife
    dagger
    axe
    hammer
}
```

```
Enum permissions{
    admin
    tester
    player
    moderator
}
```

```
Enum relationships{  
    friends  
    ignored  
    blocked  
}
```

```
Enum gender {  
    male  
    female  
}
```

```
Enum quest_status{  
    completed  
    failed  
    active  
}
```